

1/10

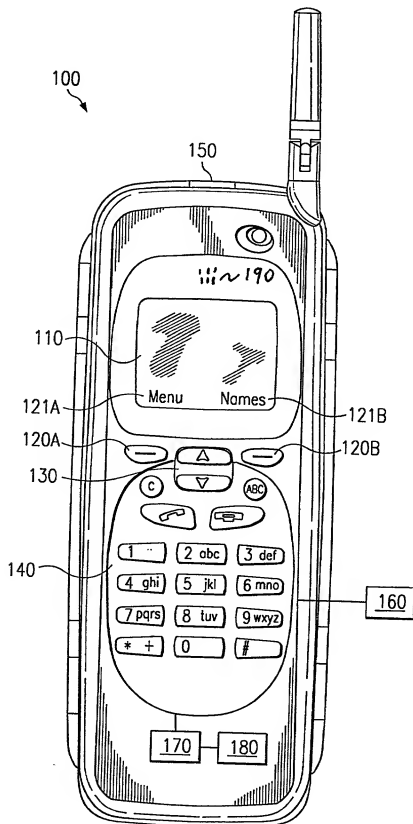
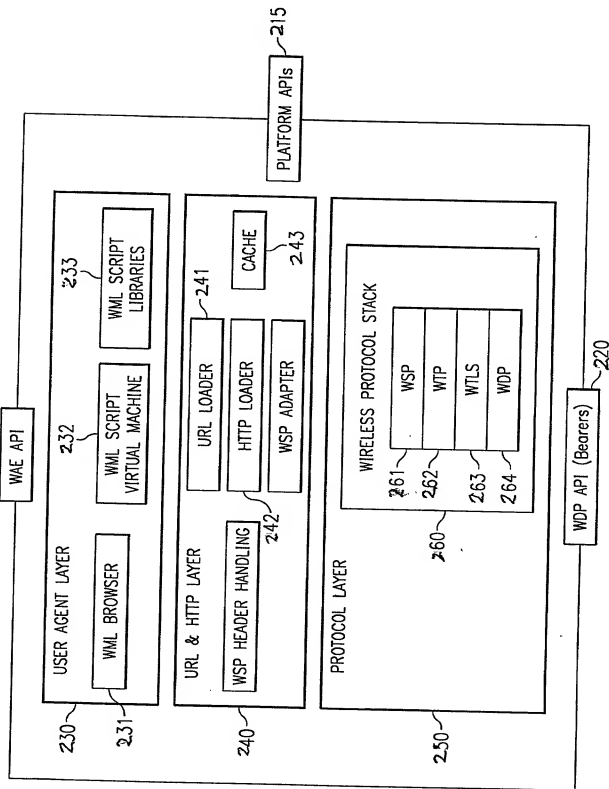


FIG. 1

200

FIG. 2



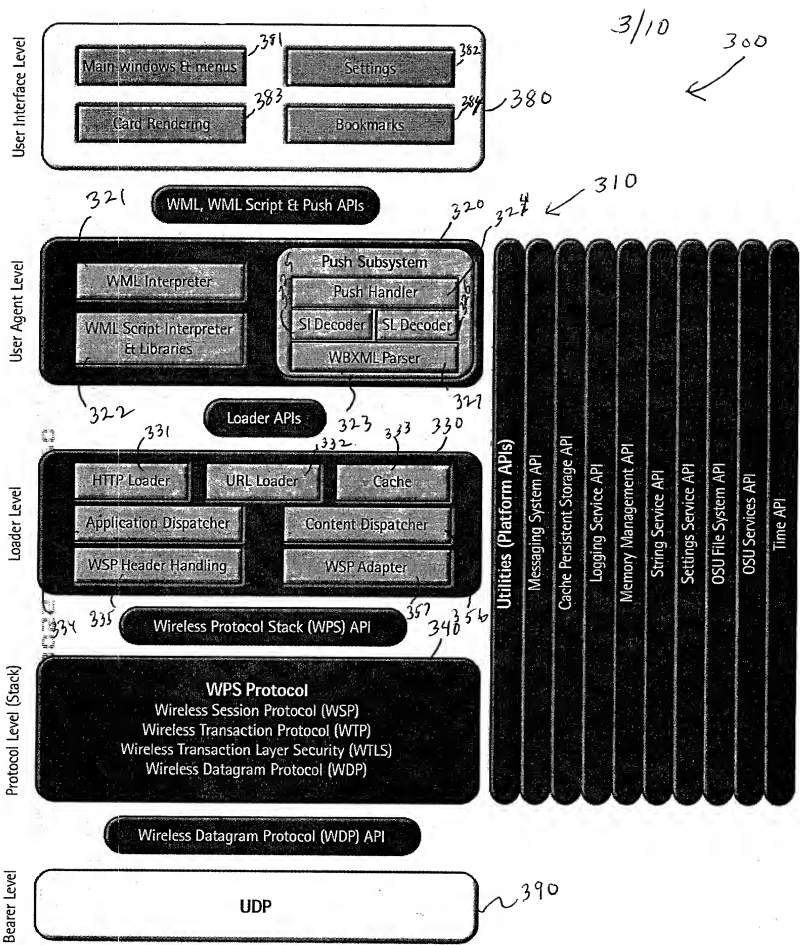


FIG. 3

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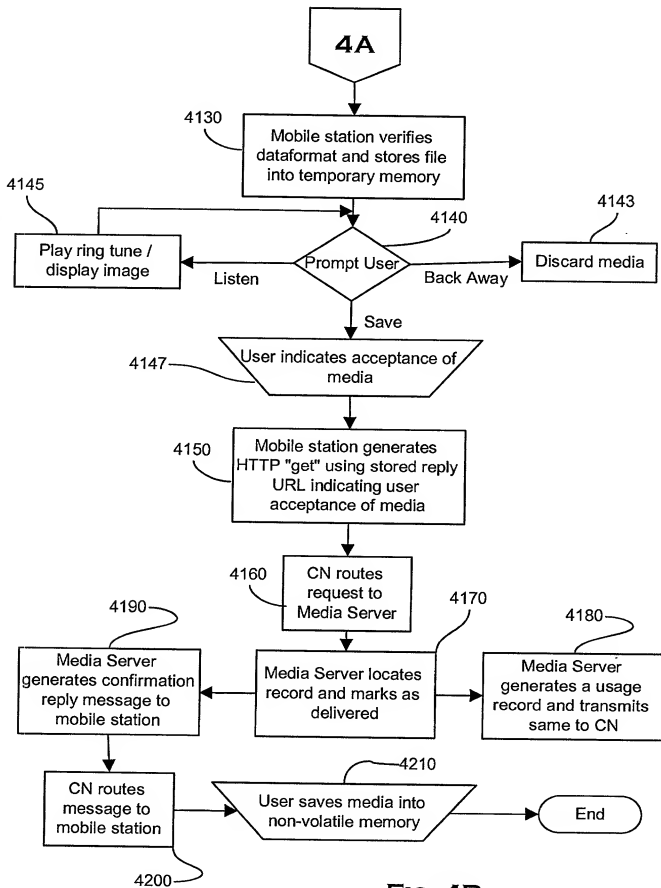


FIG. 4B

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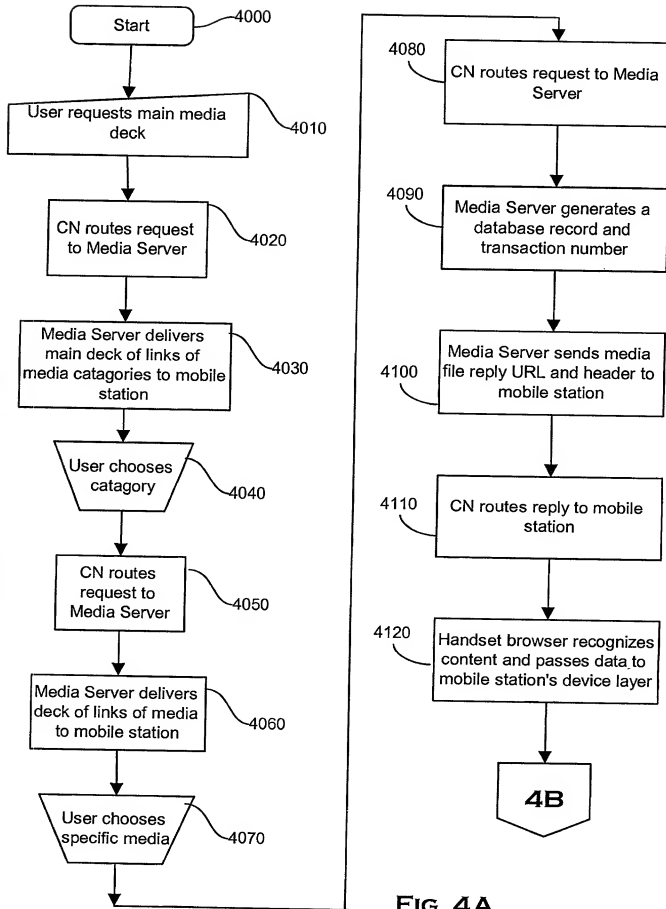


FIG. 4A

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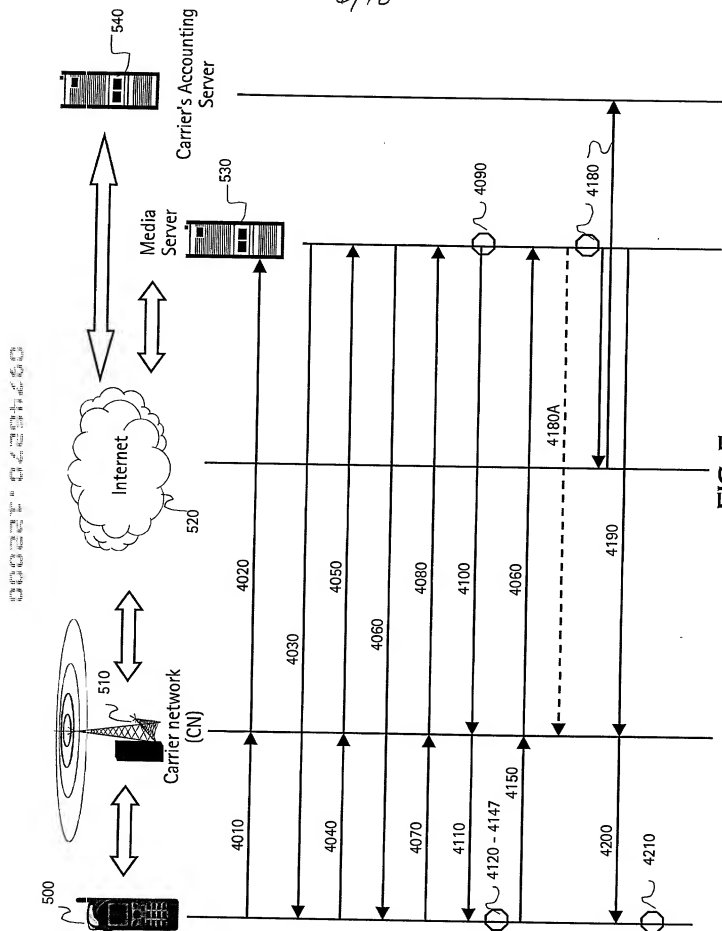


FIG. 5

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100

130

110

601

120A

145

FIG. 6A



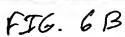









$$\begin{array}{ccccccc} \mathbb{R}^{n+1} & \xrightarrow{\text{inclusion}} & \mathbb{R}^{n+1} & \xrightarrow{\text{inclusion}} & \mathbb{R}^{n+1} & \xrightarrow{\text{inclusion}} & \mathbb{R}^{n+1} \\ \downarrow \text{inclusion} & & \downarrow \text{inclusion} & & \downarrow \text{inclusion} & & \downarrow \text{inclusion} \\ \mathbb{R}^n & \xrightarrow{\text{inclusion}} & \mathbb{R}^n & \xrightarrow{\text{inclusion}} & \mathbb{R}^n & \xrightarrow{\text{inclusion}} & \mathbb{R}^n \end{array}$$


FIG. 6B

110

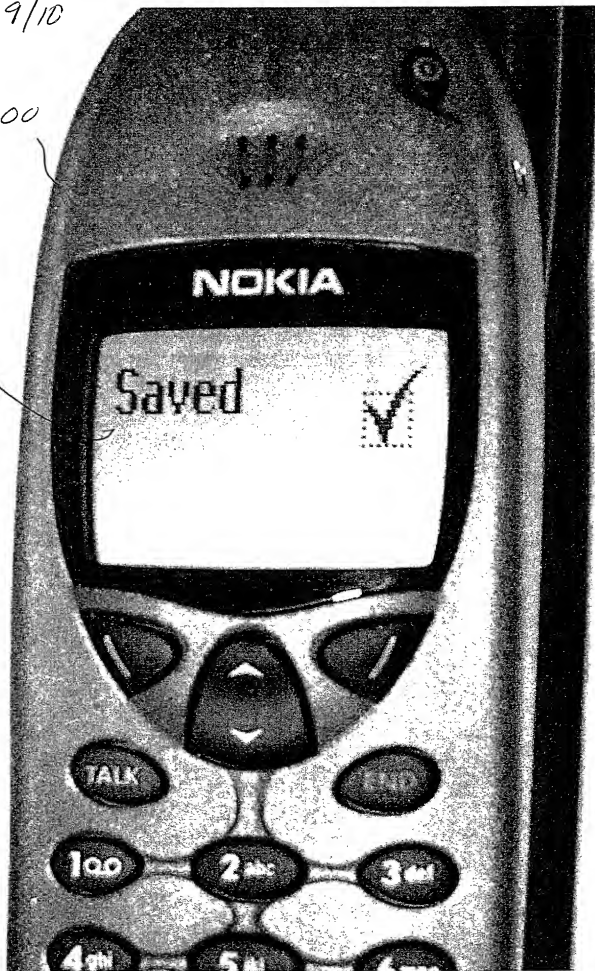


FIG. 6C

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4.

TONE ACTIVATION

UI sends event of wanted tone sequence to tone task via tone functions /3/. Tone task receives tone event, tone type / tone class and tone value coded to one event. Structure of event is:

- bits 31 - 24 not used
- bits 23 - 16 for tone type / tone class (depending on tone event)
- bits 15 - 8 for tone value
- bits 7 - 0 for tone event

The following figure clarifies the tone activation:

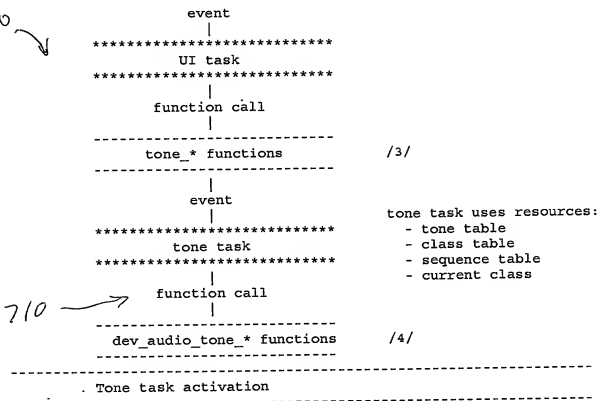


Figure 7